SENIOR PRODUCT DESIGNER · UX/UI DESIGNER

Tércio Sant'Ana

Complex digital products, Design Systems and artificial intelligence applied to the design process.

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Londrina, Brazil · Remote

Portrait / Tércio



576 × 430

summary Professional summary

Senior Product Designer specialized in complex digital products, Design Systems and applying artificial intelligence to the design process. I currently build solutions for the Minas Gerais State Health Department, such as public funding transfer systems, monitoring platforms and AI assistants for senior leadership, all based on a Design System I created and whose evolution and governance I coordinate.

I lead projects from discovery to implementation review, taking part in scope and prioritization decisions with managers and engineering. I combine research, information architecture, prototyping, usability testing and accessibility (WCAG and gov.br), and I build workflows with Claude, Figma MCP and my own skills to speed up interface creation and automate audits. I have experience leading designers and working on international projects.

skills Building one block at a time

skill/product-design
Product Design
Discovery, Inception, information architecture, flows, prototyping, high-fidelity UI, handoff and implementation follow-up.

skill/design-systems
Design Systems
Creation, evolution and governance: components, tokens, variables, iconography and documentation for design and development.

skill/ai-assisted-design
AI-assisted Design
Claude, Figma MCP, custom skills, interfaces generated from Design Systems, automated audits and synthetic evaluations.

skill/research
Research & usability
Interviews, requirements gathering, contextual observation and usability testing with prototypes.

skill/a11y
Accessibility
WCAG, Brazilian Government Digital Standard (gov.br), keyboard navigation, contrast, text resizing and VLibras.

skill/tools
Tools
Figma, Figma AI, Claude, Tailwind CSS, HTML, CSS, React Native and TypeScript.

experience Professional experience

Senior UX/UI Designer · Montreal

Aug 2024 – present

Digital products for the Minas Gerais State Health Department (SES-MG), from discovery to implementation review.

MINAS GERAIS GOVERNMENT DESIGN SYSTEM

- Created and evolved a Design System shared by seven products, with 40+ components, around 390 icons and 127 tokens and variables.
- Adapted the Tailwind CSS base (colors, typography, spacing and breakpoints) and defined guidelines that serve as the reference for engineering's component library.
- Standardized products that previously had different interfaces, reducing inconsistencies and rework.

PRODUCT AND LEADERSHIP

- Defined scope, priorities and sprint estimates with directors and stakeholders, presenting and defending design decisions.
- Led around six discovery and research initiatives with managers and users, with findings applied to feature redesigns, such as in RADAR.
- Led two designers for five months, providing technical guidance and training on the Design System.

- Visual and functional reviews of the implementation with engineering before release.

AI APPLIED TO DESIGN

- Integrated workflow between Claude, Figma MCP and the Design System to create interfaces directly in Figma from existing components and tokens.
- Custom Claude skills for interface, accessibility and visual consistency audits.
- Synthetic evaluations with AI-generated personas, using Nielsen's heuristics and WCAG criteria, and simulated responses to questionnaires.

MAIN PRODUCTS

SIGPMAC
Funding transfers to hospitals and health centers.

SES Legis
Legislation with AI-assisted consolidation.

AlexSUS
AI assistant for senior leadership.

RADAR
Department projects in primary care units.

Portal SES-MG
Institutional portal redesign. Live.

Miguilim
Hearing aids and glasses for children.

Filhos de Minas
Pregnancy care and supplies through SUS.

UX/UI Designer — Research and Government Projects · NEES/UFAL

Jul 2023 – Jun 2025

Research fellow and sole designer in a multidisciplinary team of UX researchers, developers and educators.

- **Math app for teachers:** experience and interface design, based on the gov.br Design System, for assigning and grading exercises in schools with little access to technology. Took part in research with teachers, use observation and usability testing.
- **National daycare system:** concept of a platform to find daycares and manage the national waiting list, with an in-person discovery session I ran in Brasília.

Mid-level UX/UI Designer · UDS Tecnologia

Aug 2021 – Jun 2024

- **Universal Postal Union (UPU/UN):** end-to-end design of an international project, running meetings in English, with web and mobile interfaces.
- **Correios (Brazilian Post):** experience and interfaces for the project's national solution, using the Correios Design System.
- Projects for fintechs, recruitment platforms, agribusiness and logistics.

Front-end Developer · Luby Software

Jun 2020 – Oct 2020

- Development with React Native, TypeScript, Redux and GraphQL. The experience that marked my transition to Product Design and built the technical foundation to collaborate with engineering.

Communication and Marketing Director · Setup Jr

Mar 2015 – Oct 2017

- Branding, communication and first responsive interface projects; mentoring interns and junior designers.

education Education

Postgraduate in User Experience Design and Beyond

PUC-RS · Dec 2024 – Nov 2025

Postgraduate in Product Management

Descomplica Faculdade Digital · Aug 2023 – Jul 2024

Bachelor's in Information Systems

UENP · 2015 – 2020

Portuguese (native) · English (advanced)

own project From Figma to the store

ANDROID APP · LAUNCHED NOV 2026

Arrasta.

A task organization app, available for Android. I built the product end to end: concept, design in Figma and native development with Claude's help, with a closed beta and improvements based on user feedback.

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